Weird Wizards

a (maybe too) goofy ttrpg about wizards

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Weird Wizards

In WEIRD WIZARDS, you play as wizards in the golden age of magic. Not long ago, magic was shunned as a forbidden, occult art. But when the rulers of this world realized the power and wealth magic could create and protect, they began to appoint wizards as royal advisors.

WEIRD WIZARDS is set in the Continent, an evolving landscape of kingdoms, theocracies, and magocracies that YOU can help define! Wizards are organized into Clans, influential groups that often control magic schools, academies, and libraries. These Clans train young apprentices, molding them into powerful mages, and take pride in sending their finest members to serve at royal courts.

Yet these are dark times. The WEIRD WIZARDS setting unfolds at the dawn of the Second War of Magic, an era when powerful dark mages gather in the shadows to unleash the darkest and most malevolent forces on earth: goblins, skeletons, trolls and other monstrosities.

On Tests

In WEIRD WIZARDS, there are two types of dice: the D4, used for casting spells, and the D100, used for everything else. When making a skill check, simply roll a D100, and the DM will decide if your roll meets or exceeds the target number. For a medium difficulty, the target is usually 50; for easier tasks, it's 25; for difficult tasks, it's 75; and for near-impossible tasks, it's 90. Of course, you can have players roll for impossible feats just for fun—failure can add a lot to the story!

You can use character traits to adjust the difficulty of a roll. For example, a sturdy Fireballer might find breaking down a door to be an easy task, while a physically weaker Diviner would consider it difficult.

Combat

In WEIRD WIZARDS, combat is straightforward. Every enemy has a certain number of stacks, representing both physical and mental health.

Each enemy also has one or more damage weaknesses, while each weapon delivers a specific type of damage. To defeat enemies, you'll need to use the right damage type at the right moment. To attack, roll a D100, if the result is over 49, the attack hits.

Spells

Each Wizard Clan has four unique spells in their arsenal. As a player, you're free to interpret these spells creatively. For example, a "Shield Spell" could create a magical barrier around a friend, protect them from mind reading, or anything else you can imagine!

When casting a spell, you roll a D4 and must cast the spell corresponding to your roll, whether you want to or not. Once cast, it's up to the DM to decide if the spell's power can achieve what the player envisions. If casted and used properly, spells can even kill enemy.

Addendum

The rules presentend in this book are poorly written, not balanced, and intended to be played on a couch, with some good friends and maybe even some zaza, so please don't take this as a bible, but more as reccommandations.

Creating a Clan

The clans we described earlier are known as "Major Clans," but there are many minor clans, usually formed by families with above-average magical power.

As a player, you can create your own clan by selecting four unique spells to add to your Clan's spellbook. However, creating your own clan means that your family's magic usage will be centered around specific themes. You'll need to think about what your family values, what they did, and how they approached magic, choosing spells that reflect these ideas.

When creating a clan, try to base it around a central gameplay mechanic, and always check with your DM to ensure your clan isn't overpowered and doesn't risk overshadowing the rest of the Continent in a single one-shot.

Spells

PLANT GROWTH
BEFRIEND ANIMAL
SHIELD SPELL
TRACKING SPELL
FIRE SPELL
WATER SPELL
CHARMING SPELL
ILLUSION SPELL
EXTRA HAND
MYSTIC VISIONS
HOLY HELP
HEALING SPELL
DISGUISE SPELL
MAGIC PEBBLE
FIREBALL
INVOKE WEAPON
ENLARGE SPELL

Who are you?

Wizard Clan

Name: _____

Sobriquets: _____

Dangerous Diviner

The Diviners are wizards trained in the Mystic Academies of the Continent, a school shrouded in mystery. Since the Great War, Diviners have become a rare profession.

Today, most skilled Diviners serve crowns, scepters, or their respective divinities. You can play as a Diviner if you like knowing what lies ahead, asking your gods for small favors, and disguising yourself as an ordinary peasant to stay out of sight.

1: Mystic Visions
2: Holy Help
3: Disguise Spell
4: Magic Pebble

Delusional Druid

Druids are nature-bound, plant-growing, vegan-aligned wizards from the Western Woods. They've pledged to serve and protect nature, doing nothing to harm her.

Today, Druids are often called upon as extra hands in royal courts, with many of the Continent's finest Druids known for their exceptional gardening skills. Play as a Druid if you enjoy growing your own basil, befriending animals, or shielding yourself and allies from harm.

1: Plant Growth
2: Befriend Animal
3: Shield Spell
4: Tracking Spell

Wonky Warlock

Warlocks are practitioners of dark magic, having struck a pact with Gaua, the Goddess of Darkness and Night. Some Warlocks use their powers for good, while others are easily drawn into the darkest deeds a wizard can commit.

Today, Warlocks are generally despised across the continent, though some greedy crowns keep a few in their service. You can play as a Warlock if you enjoy summoning servants, experiencing horrific visions, or wielding powerful fire spells.

1: Mystic Visions
2: Fire Spell
3: Invoke Servant
4: Charming Spell

Irrational Illusionist

The Illusionists are a highly esteemed school of magic based in the eastern regions of the Continent. They were the first Wizard clan to be officially recognized by the Continent's crowns. Illusionists use powerful illusions to create, confuse, and distract.

Today, Illusionists are a favorite choice for royal advisors, though they also make exceptional entertainers. You can play as an Illusionist if you enjoy crafting mind-bending illusions, charming common folk, or conjuring an extra hand.

1: Charming Spell
2: Illusion Spell
3: Extra Hand
4: Shield Spell

Freakly Fireballer

The self-proclaimed "Fireballers" are Wizards from the Barbarian Tribes of the North. They wield an ancient form of arcana to summon the power of fire and inspire fear in the hearts of warriors.

Today, the Fireballers are a recognized Wizard Clan across the Continent. Though feared, some Fireballers use their powers as entertainers, artificers, or sleight-of-hand performers. You can play as a Fireballer if you enjoy hurling massive fireballs or enlarging yourself to stomp over obstacles.

1: Fire Spell
2: Tracking Spell
3: Enlarge Spell
4: Invoke Weapon

Playful Paladin

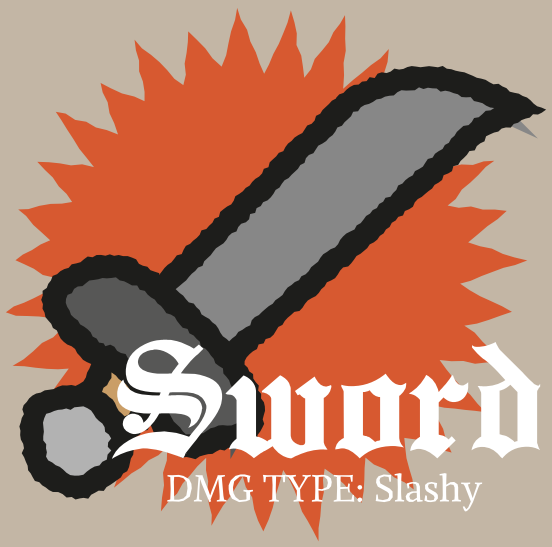
Paladins are wizards sworn into the Holy Orders, often serving Eguna, the Goddess of Light and Day, or Ona, the Goddess of Serenity and Love. They wield holy magic to aid the weak and to vanquish monstrous foes.

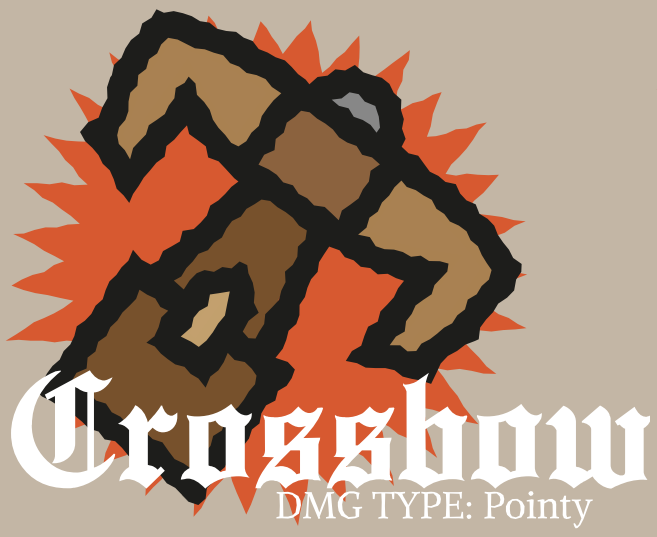
Today, Paladins serve their deities exclusively, bound by an oath that prevents them from joining royal courts or engaging in worldly matters beyond their divine service. Play as a Paladin if you enjoy communing with extraplanar divinities.

1: Holy Help
2: Healing Spell
3: Shield Spell
4: Mystic Visions

In WEIRD WIZARDS, there are four main types of damage. Every monster, except for legendary ones, is vulnerable to only two types, so you'll need to prepare and plan accordingly if you know which monster you'll be facing. But not every wizard has the luxury of knowing what's coming for them.

Of course, you could also ignore damage vulnerabilities and spend eternity trying to kill a skeleton with a dagger.





GM TIPS

There is no real currency in WEIRD WIZARDS, most people trade or craft their own weapons.
You can hand weapons to your players as a starting item, or give them through your adventure!